

FIGHTER ARCHETYPE OF THE JAGGED BLADE

A fighter of the jagged blade traditionally wields a crude, jagged blade, usually a sword, but possibly an axe or even a particular polearm instead. Each jagged blade fighter makes his own jagged blade, and uses it because it inflicts the most pain on those he strikes. Powered by dark, infernal, magic, jagged blade fighters reap the blood of their enemies and the malice they direct towards them to empower their melee strikes.

DARK MAGIC

By adopting the ways of the jagged blade, you gain access to Malice points, representing your access to dark, infernal magic. At level 3, you gain 2 Malice Points. You gain an additional Malice Point at levels 7, 10, 15, and 18. You may use these on any of the below abilities that you meet the prerequisites for, and regain all missing Malice points at the end of a long rest.

At any point, you may use one of the below abilities, expending a Malice Point and using whatever action or time period is required. Your DC for these is referred to as your Jagged Blade DC, and is equal to 8 + your Wisdom modifier + your proficiency bonus.

- **Bleed Out.** When you hit a creature with an attack using your Jagged Blade, you may expend a Malice Point to cause that creature to bleed out. The creature will lose 1 hit point each round until reduced to 0 hit points or until it begins a short or long rest. As long as the creature is bleeding this way, it will leave a trail of blood that can be tracked, unless magically disguised. Regaining any hit points or having Lesser Restoration or Greater Restoration cast on them will end this effect prematurely.
- **Blood Boil.** As an action, you may choose any number of creatures within 20 feet of you. Each creature chosen must make a Constitution check against your Jagged Blade DC. On a failed save, a creature takes damage equal to 2d6 + your fighter level fire damage, as its blood boils. On a successful save, a creature takes half the damage. A creature with no blood is immune to this effect.
- **Blood Golem.** As a bonus action, you may roll any number of hit dice you have that you have not expended, cutting yourself slightly and releasing some of your blood into a small-sized Blood Golem. Create it in any adjacent space to you with hit points equal to the result of the roll of the hit dice. The Blood Golem is a construct with AC and stats each equal to yours. When you make the Blood Golem and on future turns as a bonus action, you may command it to roll 1d10 and add your Wisdom modifier, healing any creature you both can see within 30 feet of it for the result. This ability lowers the Golem's maximum and current hit points by that much. If this lowers the Golem's maximum or current hit points to 0 or less, it dissipates into a small puddle of blood. When you use this ability, you may also command it to move 30 feet, either before or after the healing. The Blood Golem cannot be blinded, deafened, or petrified, and is immune to psychic damage.
- **Drain.** As an action, you may force a creature you can see within 60 feet of you to make a Wisdom saving throw against your Jagged Blade DC. On a failed save, the creature is stunned, and takes 1d10 + your fighter level piercing damage, as its blood is ripped from its veins. A creature that cannot bleed is immune to this effect. At the end of its turn, a creature reattempts the save, ending the effect on a success. On a failed save, the creature takes 1d10 + your fighter level piercing damage.
- **Burst Eyes (10th level or higher).** By expending a Malice Point, as an action, you may choose any number of creatures within a 15 foot point that is within 60 feet of you. All chosen creatures make a Constitution saving throw against your Jagged Blade DC, taking 1d12 damage and becoming blinded on a failed save, as the blood vessels in their eyes are shattered. A creature blinded this way cannot stop being blinded until Lesser Restoration, Greater Restoration, or Regenerate is cast on it. Alternatively, a similar effect may also save it.
- **Summon Demon (10th level or higher).** By expending a Malice Point, you may cast Summon Greater Demon as an action, conjuring a demonic prisoner. Wisdom is your spellcasting stat when cast this way, and the spell is cast as if with a 4th-level spell slot. If you do not have the material component for the spell, you may cut yourself to provide a substitute. If you do this, you take 1d6 slashing damage when cast this way.

JAGGED BLADE

Starting with level 3, using smith's tools, during a long rest, you may craft your Jagged Blade. This requires 5 gp of resources, and will be a dagger, handaxe, battleaxe, glaive, greataxe, greatsword, halberd, longsword, scimitar, or shortsword. Despite its weapon type, this item is unique in that only fighters of the jagged blade are proficient with it.

BONUS PROFICIENCIES

At level 3, you gain proficiency with smith's tools and learn to read and write Infernal.

SENTENCE TO DAMNATION

Beginning at level 7, you are able to damn souls in order to restore your magic. When you kill a creature with a soul using your jagged blade and an Intelligence score of over 5, you may attempt to damn it immediately, using your reaction. When you do this, the creature's soul makes a charisma saving throw against your Jagged Blade DC. On a failed save, the creature is sent to Hell or another infernal or abyssal plane you are aligned with. A cleric or paladin with a level equal to or higher than yours, or a celestial, automatically succeed on this save. If the creature failed the save, you regain one Malice point.

You may use this ability once between short or long rests.

JAGGED BLADE CHANNELING

Starting with level 10, when you roll initiative, you may choose to channel the magic of a magical, melee weapon you have into your Jagged Blade. The Jagged Blade gains all effects of the magical weapon for the next minute when you do this. Attacking with the magic weapon or losing control of it ends this effect.

THAUMATURGIC PRESENCE

At level 10, you gain Thaumaturgy, and use Wisdom as your spellcasting stat when you cast that spell this way.

FLINCH

Beginning at level 15, your cruel and intimidating presence stifles your enemies. When a creature you can see within 120 feet of you passes a saving throw, you may use one use of your Indomitable feature to make the creature reattempt the saving throw, using the new roll.

You may also use this ability once between short or long rests without expending a use of Indomitable.

SCREAMS OF THE SUFFERING

Once per long rest, starting with level 18, when you kill a creature with your Jagged Blade, you may unleash the Screams of the Suffering. When you do this, for the next minute, your weapon attacks deal an additional 1d6 necrotic damage. Whenever you kill a creature during this effect, increase this damage by an additional 1d6.